Application No.: 10/697,947

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) An image display device provided in a gaming
machine, wherein a pixel unit is formed by arranging each one of a plurality of
kinds of pixel electrodes that display predetermined colors respectively, and one
pixel is constituted by a pair of adjacent pixel units, and an information signal for
the pixel is supplied in the same timing to the pixel electrodes for the same color
included in the pair of pixel units, respectivelyA gaming machine, comprising:
a display unit that is constituted by a plurality of kinds of pixel electrodes
that display colors, respectively, and are arranged in matrix;
wherein a display unit has pixel units each of which is constituted by
arranging each one of a plurality of kinds of pixel electrodes that display
predetermined colors, respectively, and
one pixel is constituted by a pair of adjacent pixel units; and
an information signal for the pixel is supplied in the same timing to pixel
electrodes for the same color that are contained in the pair of pixel units,
respectively;
wherein a pitch P (mm) between pixel units and a distance d (mm) from
the gaming machine relative to a player in a normal game posture satisfy a
following relationship:
P = tan (π/180/35) x d/2 x (1+ α)
wherein a correction value α is \pm 0.1 - 0.2 and the distance d under a
normal game posture is 300 - 500 mm.

2. (Currently Amended) The <u>gaming machine image display device</u> according to claim 1, wherein the pixel electrodes are arranged in matrix on an xy plane, and the pixel electrodes of the same color are arranged in a y direction and the same pattern is continuously arranged in an x direction to form a stripe.

3. - 5. (Canceled)